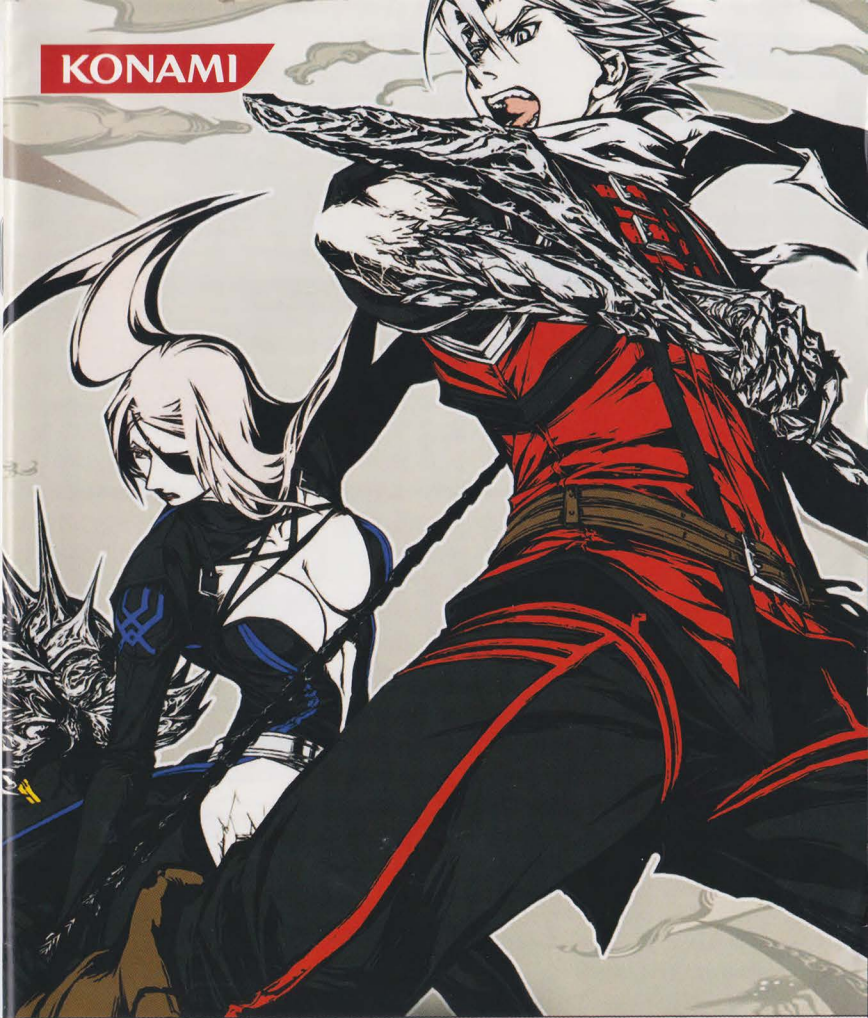


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# THE SWORD OF ETHERIA



## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

## What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-



The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-



PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit <http://www.pegi.info>

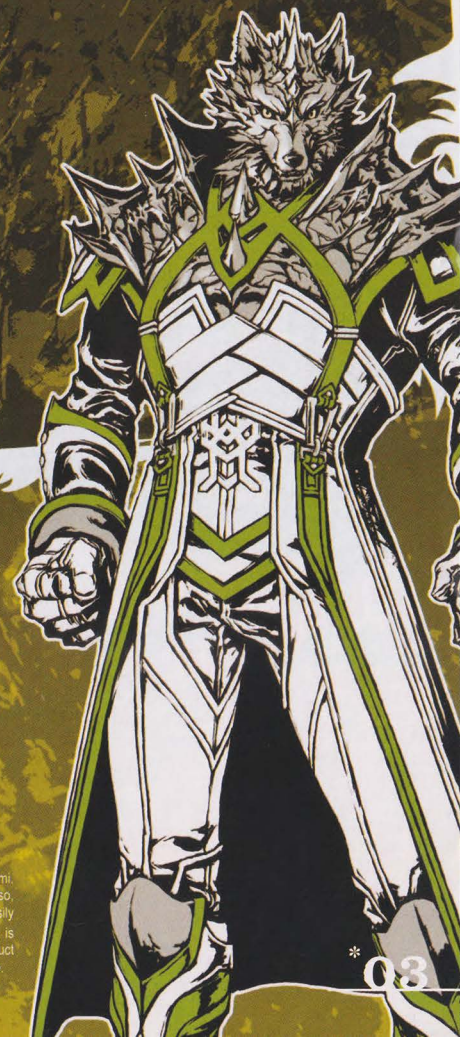
SLES-53768

1 Player • Memory Card (8MB) (for PlayStation®2): 158KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Thank you for purchasing **The Sword of Etheria™** from Konami. Please read this manual thoroughly before playing the game. Also, please keep this manual in a safe place so you can refer to it easily later. (Note: Konami does not re-issue manuals.) Konami is continuously striving to improve its products. As a result this product may differ slightly from another depending on the purchase date.



# Story and Characters

On the day of the gods' great descent, the winged folk were summoned to become holy Envoys. These Envoys carried the gods' will to every corner of the world. The gods, ever desiring more power and greatness, began to gather up the special light found at the source of all things. Thousands upon thousands of nights later, the world, under divine providence of the gods, lingered in a state of tranquillity, oblivious of what was to come...

There was a time when two races - the humans and the Katenas - lived together in peace helping one another. But then, hundreds of years ago, the ruling gods turned the Katenas into their Envoys, thus ending the harmonious relationship between the two races.

Aware that the gods will only bring curse to this world, the humans have attempted to fight against them, but the Envoys have hampered their efforts, conquering the minds of the people with despair and hopelessness.

As the world counts the days until total destruction, there is a young boy who dwells in a remote village. His name is Fiel.

As the Envoy of the Gods appears before him, our story begins...



**Fiel**

A young boy who has had the ability to communicate with the Etheria since birth.

**Leon**

Poor attention to detail and somewhat irresponsible, his fighting instincts have been enhanced and he knows no fear, preferring close-combat using his powerful claw attacks.

**Almira**

Cool and calm at all times, and has enhanced intelligence. With her fast, high jumps, she can strike with sharp consecutive attacks.

**Dorothy**

Honest and calm, but also strong and has inner fortitude. Loves her brother Fiel and her pet Toto.





**Toto**

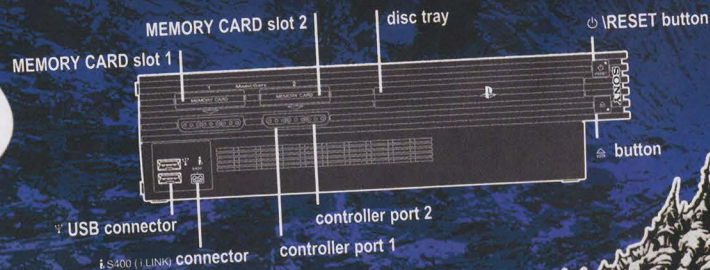
A mysterious winged creature that speaks the human language and morphs into Fiel's sword. Is also Dorothy's pet cat.





## Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate. It is advised that you do not insert or remove accessories once the power is on. Make sure the MAIN POWER switch (located at the back of the console) is turned ON. Press the  RESET button. When the  indicator is green, press the  button. The disc tray opens. Place The Sword of Etheria™ disc on the disc tray with the label side facing up. Press the  button again and the disc tray closes. Follow on-screen instructions and refer to this manual for information on using the software. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.










Select your preferred language from the language selection screen displayed shortly after boot-up

## Basic Game Controls

- This game supports the Analog Controller (DUALSHOCK®2).
- These are default controls for the game. These can be adjusted from the Options menu (refer to PAGE 12).
- This game is only compatible with controller port 1.

•Follow the on-screen instructions and refer to this manual for more information about using the controller to play The Sword of Etheria™.



- |  |   |
|--|---|
| R1 button  | Target lock on  |
| R2 button  | Switch target (R2 button while pressing R1 button)  |
| L1 button  | Guard/Move camera behind player character   |
| L2 button  | Switch allies   |
|  button | Confirm / Assemble Command / Attack Command (  button while pressing R1 button)   |
|  button | Jump / Cancel   |
|  button | Deadly move   |
|  button | Attack / Knockback Attack (Left analog stick UP +  button) / Launcher Attack (Left analog stick DOWN +  button) |
| SELECT button  | Map display ON/OFF  |
| START button   | Pause game  |
| Left analog stick  | Run/Walk  |
| Directional buttons  | Run/Walk  |
| Right analog stick   | Rotate camera   |



## Detailed Game Controls

### Lock on – R1 button

Once you target and lock onto a nearby enemy, your character will face the enemy. If walking or running while locked on, you will continue to face the enemy. Pressing the R2 button when locked on will allow you to change targets.



### Attack Command – ○ button

When the ○ button is pressed, Fiel can order his allies to gather around him. When pressing the ○ button while locked onto an enemy, you can order your allies to attack the target. Each ally has a corresponding colour for the target marker.

Blue – Almira  
Yellow – Leon  
Red – no allies



### Jump/Strafe – × button

This allows you to jump. You can jump to different heights depending on how long you hold the button down. Try pressing the × button rapidly while you are being blown away by enemy attacks. This prevents your character from getting knocked down and will perform a recovery move. You can also strafe by pushing the left analog stick and pressing the × button when locked onto an enemy. You will not get hit by enemy attacks while strafing.



### Guard/Camera reset – L1 button

When pressed, you can block enemy attacks coming from in front of you (although some attacks from larger enemies cannot be blocked). You are unable to move around or attack while blocking. Pressing the L1 button the moment an enemy hits you, becomes a "Reflect Guard" which can reflect the enemy's attack. Pressing the L1 button will also move the camera behind your character.

## Detailed Game Controls

### Attack – □ button

Rapidly tapping the □ button attacks the enemy you are currently facing. A maximum of 5-hit combos can be performed on ground attacks, and 3-hit combos for midair attacks.

Different types of attacks can be performed when used in combination with the left analog stick.



### Knockback Attack

When ★ marks appear above the enemy's head...

R1 button + push left analog stick forward + □ button • • Knocks away the enemy backward

### Launcher Attack

When ★ marks appear above the enemy's head...

R1 button + push the left analog stick backwards + □ button • • Launches the enemy into midair

### Sliding Attack

During a forward strafe • • □ button • • Launches a downed enemy into midair

### Air-Raid Attack

While in midair • • Left analog stick + □ button • •

Knocks away a downed enemy or an enemy in midair backward





## Detailed Game Controls



**Solo deadly move:** Fiel's own deadly move  
Tension Lv.2

**Joint deadly move:** Deadly moves by combining powers with either Almira or Leon

### Switch Allies - L2 button

You can switch between allies to either give orders or combine powers to perform deadly moves. Pressing L\* will switch between Almira and Leon.

## One Point

### Healing - X button

(This can also be done with any of the following buttons: O, A, B, L1, L2, R1, or R2)  
When your HP drops to zero, repeatedly press the X button rapidly to recover it. The rate of recovery drops if you are moving while healing. You can always perform this action as long as all your allies' HP does not reach zero.

Fiel has a special ability to heal others.  
Approach allies who are in critical condition to recover their health.

## Game Overview

### Starting The Game

Press the START button to proceed to the start screen.



### New Game

Start a new game from the beginning.

### Load Game

Continue an existing saved game from your last save point. Use the left analog stick or directional buttons to select from the menu, and press O button to confirm.



### Title Screen

There are five options when you start the game for the first time. As you progress through the game, you will have additional options to choose from. Use the left analog stick or directional buttons to select from the menu, and press O button to confirm.

### Story Mode

Play the game through, unfolding the storyline as you go.

### Save

Save your current game progress.

\* The game requires at least 158KB of free space on the memory card (8MB) (for PlayStation®2)

\* This game is only compatible with MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used).

### Quit Game

Quit game and return to the start screen.

### Options

Change the game settings. (see Options on p.12)

### Scores

This displays the score rankings of each stage and overall ranking of the Story Mode. Rankings are not displayed when no game has been played.

Some of the additional options after meeting certain conditions:

### Bonus Mode

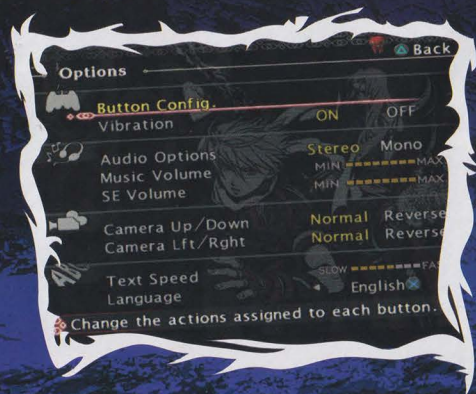
Play any of the completed stages at any time.



# Options

## Options

The Options Menu can be accessed at the Title Menu or at the Main Menu after completing a stage.



### Button Config.

Change the actions assigned to each button.

### Vibration

Turn the controller vibration function on or off.

### Stereo

Select audio output to either stereo or monaural.

### Music Volume

Adjust music volume.

### SE Volume

Adjust sound effects volume.

### Language

Switch between the following languages:  
English, French, German, Italian and Spanish.

### Camera Up/Down

Change up/down camera movement.

**Normal** – the camera responds in the same direction as your input.

**Reverse** – the camera responds in the opposite direction of your input.

### Camera Left/Right

Change left/right camera movement.

**Normal** – the camera responds in the same direction as your input.

**Reverse** – the camera responds in the opposite direction of your input.

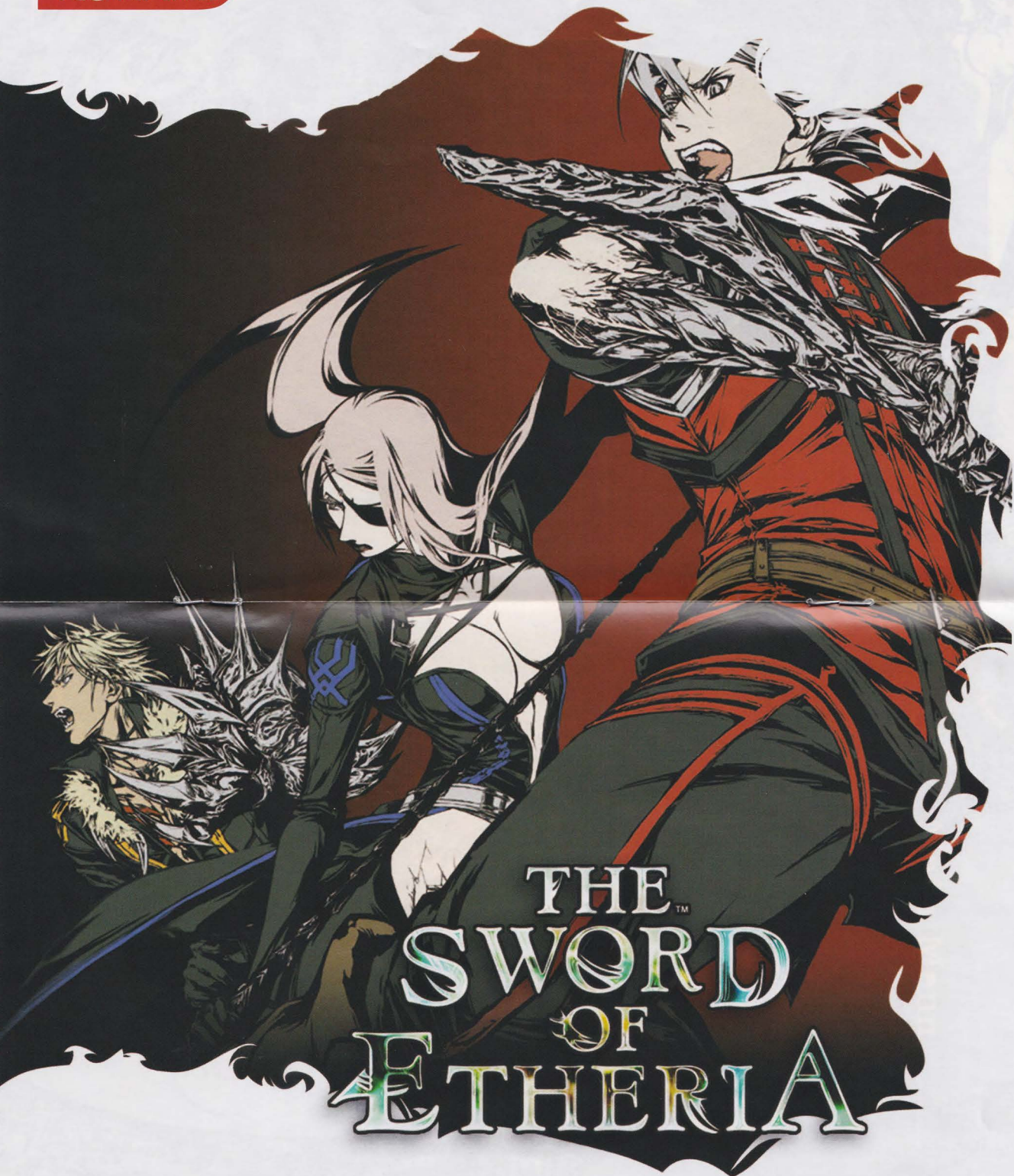
### Text Speed

Adjust text display speed.





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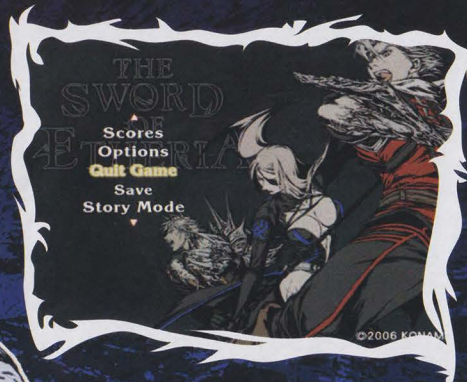
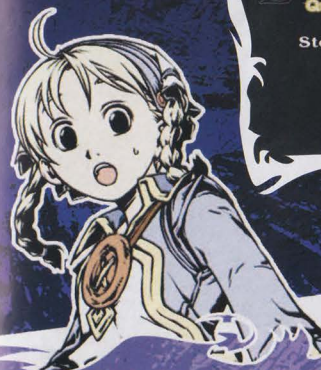
# THE SWORD OF ÆTHERIA



## Main Menu

### Main Menu

The Main Menu is displayed after completing a stage before proceeding to the next stage.



### Next Stage

Proceed to the next stage. You can select the difficulty settings for each stage from Chapter 2 and onwards. As you progress through the story, you will be able to change the player character.

### Items

You can create items with the Etheria you have gathered, or vice-versa. When you change items back into Etheria, you will only get back half of the original amount you have used to create the item. You cannot convert certain items back into Etheria such as the Etheria of Life, Etheria of Strength, and Etheria of Sapience.

- **Powerup Items** – increases the character's powers such as HP and attack power
- **Equip Items** – items which can be equipped by your characters. The number of items you can equip depends on how many equipment slots you have available.



# Equipment

## Equipment

Change your party's equipment.

## Training

Practice chain attacks, deadly moves, and others. This can be selected after completing Chapter 2.

## Options

Change the game settings. (see Options on p.12)

## Save

Save your current game progress.

\*The game uses at least 158KB of memory card data to save.

\* This game is only compatible with MEMORY CARD slot 1 (MEMORY CARD slot 2 is not used).

\*Up to 12 save files can be created onto a single memory card (8MB)(for PlayStation®2).

## Back to Title Screen

Quit game and return to the Title Screen.

## Wisdom Fragment

These are stone tablet fragments inscribed with the wisdoms from all over the world. They are hidden in each stage. Collect them to unlock new modes.



# Battle Screen



## 1. Number of links

Displays the number of attacks you have linked with your allies.

## 2. Number of Etheria

Displays the number of Etheria you have acquired in the current stage.

## 3. Time

Displays the time elapsed in the current stage.

## 4. Tension Gauge

The gauge rises by using chain attacks. However, this decreases as time elapses. When the gauge reaches Lv.1, you can unleash a deadly move by pressing the button.

## 5. Name and HP Gauge of enemy

Displays the name and the HP gauge of the enemy you are attacking.

## 6. Radar Map

Displays the player character's direction, your range of knockback attack, as well as your allies and surrounding enemies.

RED - Fiel

BLUE - Almira

YELLOW - Leon

GREEN - Enemies

## 7. HP Gauge

Displays the HP of Fiel and his allies. When the gauge reaches zero, that character will be in critical condition. The game is over when you and your allies' gauge reaches zero.



# Enemy's Damage Marks

## Enemy's damage marks

### ★ mark

This is when the enemy enters a dazed state. You can hit the enemy to your allies with a knockback attack or launcher attack.



### ★ mark

This is when the enemy enters a non-resistant state. When the enemy is downed, or receives twice as much damage as its maximum HP (Overkill), the enemy disappears and releases some Etheria.



## Exploration Screen

**Yellow arrows:** indicate the next area you should head to.



**Blue arrows:** indicate the area you previously came from.



# Etheria and Items

## Etheria and Items

Etheria and items appear when defeating enemies or opening treasure chests. Go near it to acquire them.



## Types of Etheria

Different colours have different effects. The larger the size, the more effective they are.

**Green:** Recovers HP.

**Red:** Increases the Tension Gauge immediately.

**Yellow:** Toto can create items out of these.

**Blue:** A mysterious Etheria. Its effects are unknown.



## Etheria

Etheria is the basic substance that all things are made out of. It is the energy of the natural world itself. There seems to be less now since the world has been ruled by the gods.

## Items

Toto can create items out of yellow Etheria. Some items also appear when defeating enemies.

### Powerup Items

These items increase the character's powers such as HP and attack power.

### Etheria of Strength

Raises the character's attack one level.

### Etheria of Life

Raises the character's HP one level.

### Etheria of Sapience

Gives the character one more equipment slot.



## Other Items

### Other Items

These are items which can be equipped by your characters.

### Lex Enhancements

Enhances the character's Lex (weapon) and adds elements (fire, ice, etc.) to deadly moves.

### Garment

Decreases damage sustained from the enemy.

### Mask

Changes the behaviour of an ally, or changes the damage given to the enemy/damage sustained from the enemy.

### Scarf

Changes the frequency of enemy attacks.

### Ring

Changes the amount and rate of Etheria the enemy releases.

### Bracelet

Changes the damage given to the enemy, or changes the amount of tension increase.

### Necklace

Changes the maximum HP.

### Charm

Makes the recovery from critical condition faster, or restores an ally in critical condition.

### Wisdom Fragment

Stone tablet fragments inscribed with the wisdoms from all over the world.

## Toto's Hints and Tips

### 1: I can't link my attacks!

When you are not yet used to it, don't move too much and focus on the incoming enemy. Make sure to lock onto the enemy, it should be easier to target. When your ally calls out your name, that's when you lock-on and the target marker will automatically lock onto the incoming enemy. Make good use of it!



### 2: I get hit after I attack!

It is safer to strafe after you hit an attack onto the enemy. Make it a habit to strafe especially with knockback attacks or floater attacks which leave you vulnerable for a short while. You can also check out "Cancelling Out the Freeze Effect" in the Training Mode.



### 3: I can't pull off a joint deadly move!

Just start off by hitting any enemy you see onto an ally. If you have a hard time knocking off an enemy, use the Lv.1 deadly move. The stronger the enemy, the tension gauge rises faster, so there are cases where you can raise more tension than the amount you just spent for a deadly move.



### 4: I don't earn enough Etheria!

Enemies release more Etheria when you defeat them using a deadly move. You can also refer to "Deadly Moves and Etheria" in the Training Mode.



### 5: I can't beat the boss!

Look around. Is there anything you can hit to an ally to link attacks? Use that to raise your tension gauge and perform a deadly move!



### Game Over

The game is over when you and your allies' HP gauge reaches zero. When game over during a stage, you can continue by choosing "Retry Entire Stage" and during boss battles, you can choose either "Retry from Boss" or "Retry Entire Stage" to continue.

### Stage Clear

When you have cleared a stage, your overall rating is displayed. Depending on your rating, you receive a bonus amount of Etheria. Depending on the rating of each stage, perhaps the story's conclusion may change...?



## Toto's Hints and Tips

### 6: I'm can't find my way around!

Calm down and check the vicinity. If there is a passage indicated by the yellow arrows, head towards that direction. (see Area Map on p.16) The blue arrows indicate where you came from so don't let it confuse you.



### 7: The enemy is blocking my attacks!

Give commands to your allies and surround the enemy. Remember that attacks from behind cannot be guarded.



### 8: Why does my weapon light up when I guard an attack?

That's the Reflect Guard. (see Guard on p.8) The enemy gets knocked back and becomes vulnerable for a short period of time. If an enemy throws projectiles, you can reflect it back to them. Make good use of this guard.



### 9: I can't destroy the ords.

These types of ords can only be destroyed using a deadly move. Use the enemies around you to raise the tension gauge.



### 10: When I try to recover from critical condition, the recovery speed is slow even when I rapidly press the button!

The recovery speed won't go any faster if you are moving while rapidly pressing the button. Move to a safe area and from there, stay put and rapidly press the button. Keep in mind also that the speed becomes slower when you've reached critical condition too many times and the amount of HP you will recover would be less as well.



## Credits

### Staff Credits

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**Hiroaki Sonobe**

Character Designer  
**Fumi Ishikawa**

Event Movie Editor  
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**Kiyokazu**  
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# Notes



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• <b>Österreich</b>	<b>0820 44 45 40</b>
0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.	
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• <b>Danmark</b>	<b>70 33 70 00</b>
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• <b>Ελλάδα</b>	<b>00 32 106 782 000</b>
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• <b>Portugal</b>	<b>707 23 23 10</b>
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• <b>España</b>	<b>902 102 102</b>
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.	
• <b>Sverige</b>	<b>08 587 822 25</b>
Mån-Fre 15-21; Lør-Søndag 12-15. Ring endast dessa kundeservicenummer för maskinvarusupport av PlayStation-produkter.	
• <b>Suisse/Schweiz/Svizzera</b>	<b>0848 84 00 85</b>
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.	
• <b>UK (network Gaming Only)</b>	<b>08702 42 22 99</b>
• <b>UK (all other enquiries)</b>	<b>08705 99 88 77</b>
National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.	





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**Need help with THE SWORD OF ETHERIA? Konami UK Hotline Number: 09067 53 50 71\*  
ROI Hotline Number: 1560 600 200\*\***

\*Calls cost 75p per minute. Please obtain bill payer's permission before calling. Over 16's only.

\*\*Calls cost €1.25 per minute including VAT. Mobile charges may vary. Please obtain bill payer's permission before calling.

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